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KRITIKA Master Book Ver.2.0

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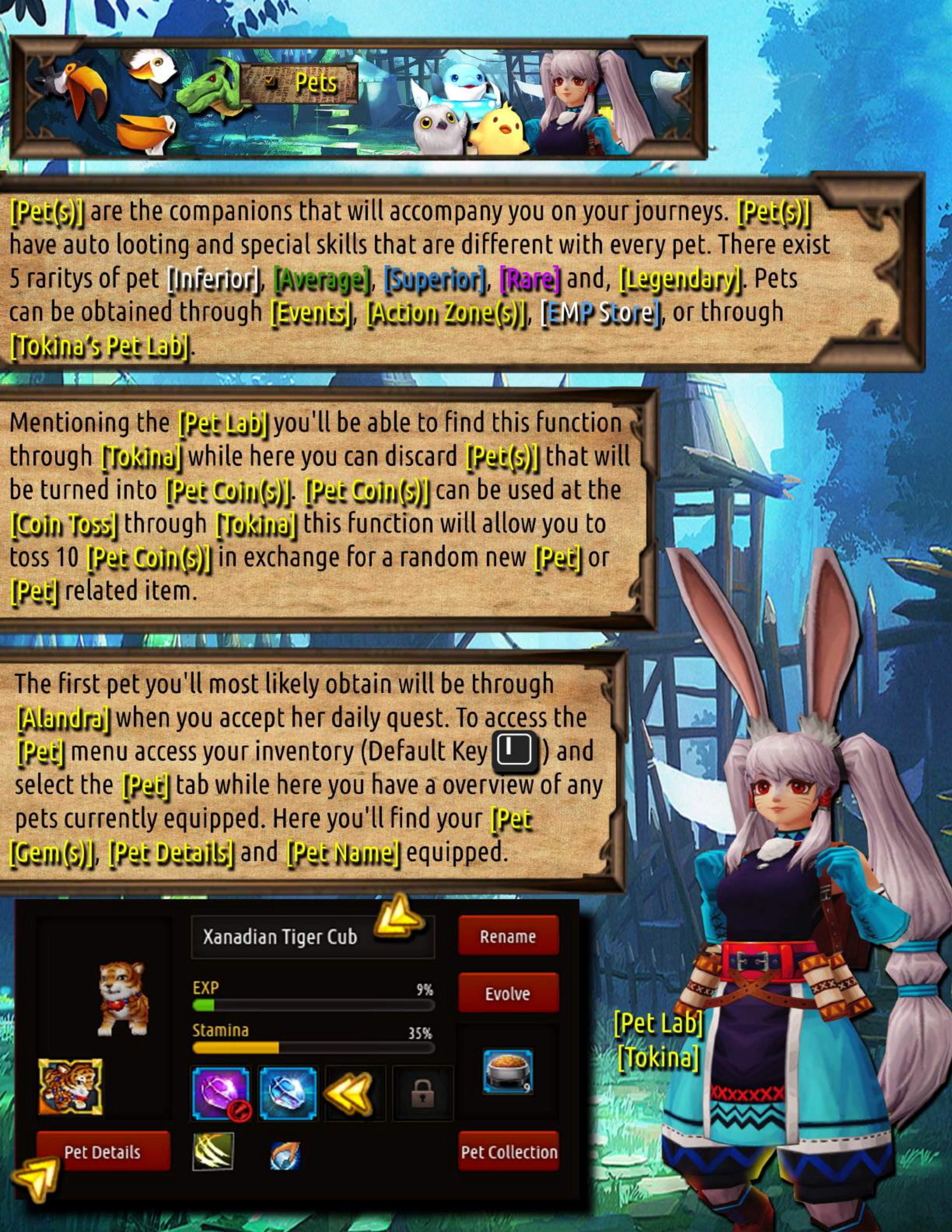


[Pet(s)] are the companions that will accompany you on your journeys. [Pet(s)] have auto looting and special skills that are different with every pet. There exist 5 raritys of pet [Inferior], [Average], [Superior], [Rare] and, [Legendary]. Pets can be obtained through [Events], [Action Zone(s)], [EMP Store], or through [Tokina's Pet Lab].

Mentioning the [Pet Lab] you'll be able to find this function through [Tokina] while here you can discard [Pet(s)] that will be turned into [Pet Coin(s)]. [Pet Coin(s)] can be used at the [Coin Toss] through [Tokina] this function will allow you to toss 10 [Pet Coin(s)] in exchange for a random new [Pet] or [Pet] related item.

The first pet you'll most likely obtain will be through [Alandra] when you accept her daily quest. To access the [Pet] menu access your inventory (Default Key [I]) and select the [Pet] tab while here you have a overview of any pets currently equipped. Here you'll find your [Pet Gem(s)], [Pet Details] and [Pet Name] equipped.

While on this subject lets talk about changing your pets name. To do this you must simply obtain a [Pet Name Change Coupon] this item is purchaseable through the [EMP Store] or obtainable through [Sealed Mysteriouser Box(es)].

[Sealed Mysteriouser Box]

This new name can be anything up to 12 characters long so get creative with your pet name! By pressing the [Pet Details] button located in your [Pet] tab you're able to view the skill details of your pet and any of the effects that are bound to it.

Jumping to [Pet Evolution]; this function allows you you further upgrade your pet into a new form that will upgrade it's skill ability and most times add a stat to the pet.

While in this menu you'll be able to preview your current pet as well as the [Evolution] out come of your pet. this will display the new skills your pet will gain as well as the materials needed to evolve the pet underneath the display. You can view a side memo of the materials needed by ticking the [Materials Memo] box at the far-right of the menu.

You can [Instant Evolve] your pet by obtaining a [Pet Evolution Capsule] from [Tokina] through her [Pet Lab]. Using this method by-passes any materials required for the [Pet] and will [Evolve] your pet straight away.

[Instant Evolution Capsule]

Obtained from [Tokina's Pet Lab]

[Pet Gem(s)] can be baught through the [EMP Store] or through the [Auction House] these gems are equippable to your pet and will boost your overall stats depending on the stats of the gem. The rarity of the pet will also have a part to play in the effectiveness of the [Pet Gem(s)] increasing it by certain amounts depending on the grade

[Brilliant Pet Gem Box]

Obtained through [Grandking Piglet]

[Glittering Pet Gem Box]

There are three types of pet gems [Amethyst], [Peridot], and [Aquamarine] these have five raritys each getting stronger and better stats each grade. the basic stats of each gem will be listed down below.

[Rare] +20%

[Legendary] +30%

[Gem Types]

-[Aquamarine]: Combat Rating related stats.

-[Peridot]: Survival Rating related stats.

-[Amethyst]: Prime Attribute related stats.

By clicking [CTRL+Right-Click] you can bring up the [Improve Gem] menu. In this menu you can sacrifice a gem into another gem to inherit the stats of the discarded gem. These stats will last a certain amount of time depending on the [Pet Gem] rarity.

[Pet Gem Improve Duration]
[Inferior]: 12 Hours
[Average]: 1 Day
[Superior]: 3 Days
[Rare]: 15 Days
[Legendary]: 30 Days

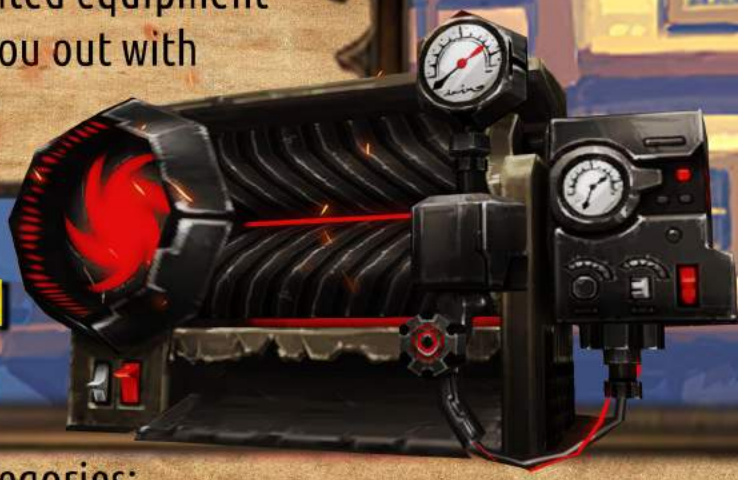
You can overwrite the previous gem by sacrificing another gem in it's place. The other function in this menu is [Extend Duration] in this function you can sacrifice different grade gems to extend the addition stats inherited on to the gem. Pet gems can also be evolved through a [Evolution Specialist] NPC, While here you can select gems you would like to [Evolve]. These evolutions will cost a certain amount of [Pet Gem Shard] and an amount of the same type gem you're tying to evolve. [Pet Gem Shard] can be obtained by salvaging unwanted gems.

[En Masse Entertainment Staff]
[Smoreceror]

"Want to learn more about [Pet Gems]? Check out [EME Staff] "Smorecerors' [Pet Gem Guide] on the

Forums

The [Salvage Machine] allows you to discard unwanted equipment in exchange for useful materials that might help you out with [Crafting] more powerful equipment or items.



[Salvage Machine]

Items can be sorted into five categories:
[Inferior] ,[Average] ,[Superior] ,[Rare] , and [Legendary]
You can also select the [All] tab to clear everything in your equipment tab. Though do be careful when selecting this since you could delete some potientialy useful equipment! Early on while leveling your character it's better to [Salvage] items you don't need since selling will only give you about 1 gold per sale.

Most times, [Salvage Machine(s)] can be found in towns towards the merchants or near the [Danger Zone Highway]
After completing danger zones [Youla] will appear to help you out with grinding down un-wanted equipment or sell things you no longer have a need for.

There is a chance that some dungeons might drop an [Treasure Chest] item. These items can be salvaged to obtain special materials that might be pretty uncommon. So if you find these [Salvage] them for some neat items!

If you have the [King Piglet] pet you can also spawn your own personal salvaging merchant with some extra goodies thrown in.

You can buy some pretty nice items from [King Piglet] Everyday; Notable buys being [King's Trove], [Prosperity Pot 50% (30-Minute)] [30 Minute EXP Boost 90% (Lv. 1~69)], and [Super HP Vital IV]

Starting from the **[Fountain Square Danger Zone Highway]** up to the **[Xanadu Danger Zone Highway]** you can trigger **[Intrusion(s)]** with powerful foes that will inturpt your normal **[Danger Zone]**. These encounters are normally random but, if you gather x10 or x30 **[Certain Challenge Letter(s)]** You can trigger an **[Intrusion]** to be able to fight these NPCS.

[Intrusion] difficulty will range from **1~3** Stars, **1** being the easiest and **3** stars being the most difficult. The are a number of different NPC Bosses per star rank so you may not have the same encounter everytime you're intruded.

If you are intruded apon; You will be alerted by a [Warning] message and the location of the NPC will be marked on your [Mini Map]. If you are under prepared to engage the NPC, You can skip the sector where the NPC appered in to avoid the [Intrusion] fight. Keep in mind the Higher the difficulty you enter the [Danger Zone] in the harder the Intrusion fight will be.

The [Intrusion] NPC Bosses will drop handy chests depending on the level of the area to beat them. The higher the star, the more plentiful the loot will be. These loots range from [Epiphiny(s)], [Fix-It Hammer(s)], [Reappraisal Scroll(s)], to even [Kagerfeld Badge(s)]. So keep a look out for the [Intrusion] warnings in your runs! Be warned though some of the fights can be pretty tough so, maybe take a party member or two with to help out with the fight.

1-Star Rewards

Superior Strongbox (Lv.65)
Rare Strongbox (Lv.50~60)
Useful Strongbox (Lv.30~45)

2-Star Rewards

Raider's Legendary Chest (Lv.50~65)
Raider's Iron Crate (Lv.30~45)

3-Star Rewards

Hux Flame Crate (Lv.30~65)

Action Zones

[Action Zone(s)] are special zones that you are allowed to complete twice a day (Per character). While in this zone your Combat Rating [CR] will be calibrated depending on the stats of your character. The dungeons work similar to [Shattered Table] as to where you are allowed to bring one person with making a duo party. These special zones are accessable through the [Xanadu] and [Windhome Danger Zone Highways(s)]

[Coin Merchant]
[Jingo]

If you speak to [Jingo] in [Windhome] He'll provide some quests that will help you out with obtaining [Ordeal and Challenger Action Coin(s)]

The [Action Zone] titles can be obtained with 9 of the corresponding coins from [Jingo]'s shop. Unique [Action Zone] pets can be obtained from running the zones as well. They also have their own [Pet Collection Bonus]. The quests call for amount clears from 10, 20 and 40 times for each character pet.

Jingo's shop has various rewards you can obtain for exchanging [Action Coin(s)] noteworthy buys being [Title's], [NPC Random Costume(s)], [Progressive Whetstone(s)], and [Wasteland Crystal(s)]; His shop offers some goodies for what it's worth.

[Winter General]
[Flyndon]

[Winter Soldier]
[Lurgh]

[The Mask of:]
[Lylo]

[Vangard]
[Petra]

[Endured The Cold Snap]

-Attack Power: +350
-Critical Damage: +5.8%
-Bonus Damage: +3.8%

[Bane of Pirates]

-Defense +1,300
-Bonus Damage +5%
-HP +1,500

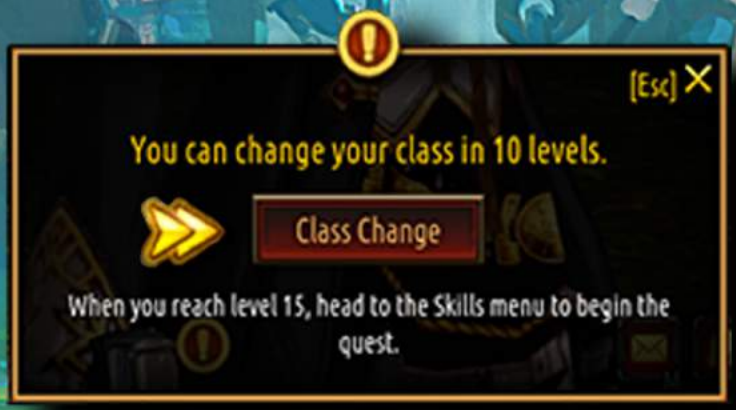
As of right now we only have two **[Action Zone(s)]** (**[Cold Snapped Village]** and **[Mysterious Pirates Den]**) Housing the **[Winter General: Flyndon]** and **[The Mask of: Lylo]** respectivly. These dungeons withhold special rewards varying from **[Etherforce Crystal(s)]**, **[Action Coin(s)]** and Two **[Action Zone]** exclusive timed titles that last 3 days.

Storing items in Kritika Online can be done by finding NPC **[Vangeline]** She's the Vault Manager that'll handle your items while you're in the town hubs. To store your items; Find **[Vangeline]** in town and right-click to add items into the storage.

You have two types of storage by default, a [Character Vault] and an [Account Vault]. Your [Account Vault] is a vault which is shared through all the characters on your account and is able to transfer items over to certain characters if need be. You can also [Deposit] and [Withdraw] gold from the [Account Vault] as well.

Your [Character Vault] is only a personal storage to that specific character. Both these vaults can be expanded by using [EMP] Currency, Since by default the [Character Vault] is limited to 16 item slots, While the [Account Vault] is limited to 8 slots

When first creating your character you have a an vauge overview of the potential classes that you'll be able to advance into (*This prompt will show up again around* **Lv5~14** *to remind you again of the choices*).



Once you are level 15, an exclimation prompt will appear above your skill bars which will inturn allow you to pick a class to advance into.

When you select a class you will be teleported to the **[Class Change Area]** (*Names of the area differ from class to class.*) There will most times be a **[Class Master]** to will show you a brief overview of skills for each class and eventually allow you to pick the class you'd like to progress forward with.

There aren't any class change reverts so be sure with your choice! Once set and stone with your decision you'll have a whole new arseneal of skills to choose from. Your Apperence, Idle poses, Portraits ,and SP gauges (*depending on the class.*) will also change as well. You will also receive your **[Prime Attribute Stat]** at this point too.